

Application No. 10/080,065
Amendment dated June 9, 2004
Reply to Office Action of March 9, 2004

IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently Amended) A method of providing a virtual environment, the method comprising:
 - enabling to detect an innovative aspect including a character attribute in an interaction of a user with the environment;
 - enabling to register information about the innovative aspect; and
 - enabling the user to benefit from the registering of the information, by granting the user a degree of exclusivity over the use of the innovative aspect within the virtual environment.
2. (Original) The method of claim 1, wherein the enabling to benefit comprises providing the user with an advantage in the environment.
3. (Original) The method of claim 1, wherein the enabling to benefit comprises providing the user with a monetary award.
4. (Original) The method of claim 1, wherein the enabling to benefit comprises making the information and a name of the user available to other users.
5. (Original) The method of claim 1, comprising enabling the user to claim an exclusive right to the innovative aspect with respect to other users in the environment.
6. (Original) The method of claim 1, comprising making the registered information about the innovative aspect conditionally available to one or more other users in the environment.
7. (Original) The method of claim 1, wherein the environment is associated with an electronic game.
8. (Canceled)
9. (Canceled)
10. (Canceled)

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11. (New) A method of providing a virtual environment, which can deliver the user an advantage in response to the user's execution of a novel strategy, the method comprising:

- enabling the user to execute a novel strategy including selecting an innovative aspect including a character attribute;
- enabling to detect the innovative aspect in an interaction of a user with the environment, wherein the virtual environment includes a labyrinth inhabited by unfriendly creatures and wherein the character attribute is a defensive attribute;
- enabling to establish the success of the user strategy;
- enabling to register information about the innovative aspect; and
- enabling the user to benefit from the registering of the information, by granting the user a degree of exclusivity over the use of the innovative aspect within the virtual environment.

12. (New) A method of providing a virtual environment, which can deliver the user an advantage in response to the execution of a novel strategy, the method comprising:

- enabling the user to execute a novel strategy including selecting an innovative aspect including a character attribute;
- enabling to detect the innovative aspect in an interaction of a user with the environment, wherein the virtual environment includes a labyrinth inhabited by unfriendly creatures and wherein the character attribute includes both a defensive attribute and an offensive attribute;
- enabling to establish the success of the user strategy;
- enabling to register information about the innovative aspect; and
- enabling the user to benefit from the registering of the information, by granting the user a degree of exclusivity over the use of the innovative aspect within the virtual environment.

13. (New) A method as set forth in Claim 11, wherein the step of enabling the user to execute a novel strategy includes enabling execution of the strategy in virtual battle environment and the character attribute includes a virtual shield and a sword.